Introduction to The Real Game

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THE REAL GAME SERIES: OVERVIEW

- Developed in Canada
- Series of six career and life education programs
- Each program has been piloted and adapted for Australia
- Coordinated by the Department of Education, Employment and Workplace Relations (Federal) www.realgame.gov.au
- Managed in NSW by the Vocational Education in Schools Directorate, NSW DET

THE REAL GAME SERIES: PROGRAMS

Play Real	Yrs 3&4
Make It Real	Yrs 5&6
Real Game	Yrs 7&8
Be Real Game	Yrs 9&10
Get Real Game	Yrs 11&12
Real Times/Life	Adults

THE REAL GAME SERIES: TRAINING

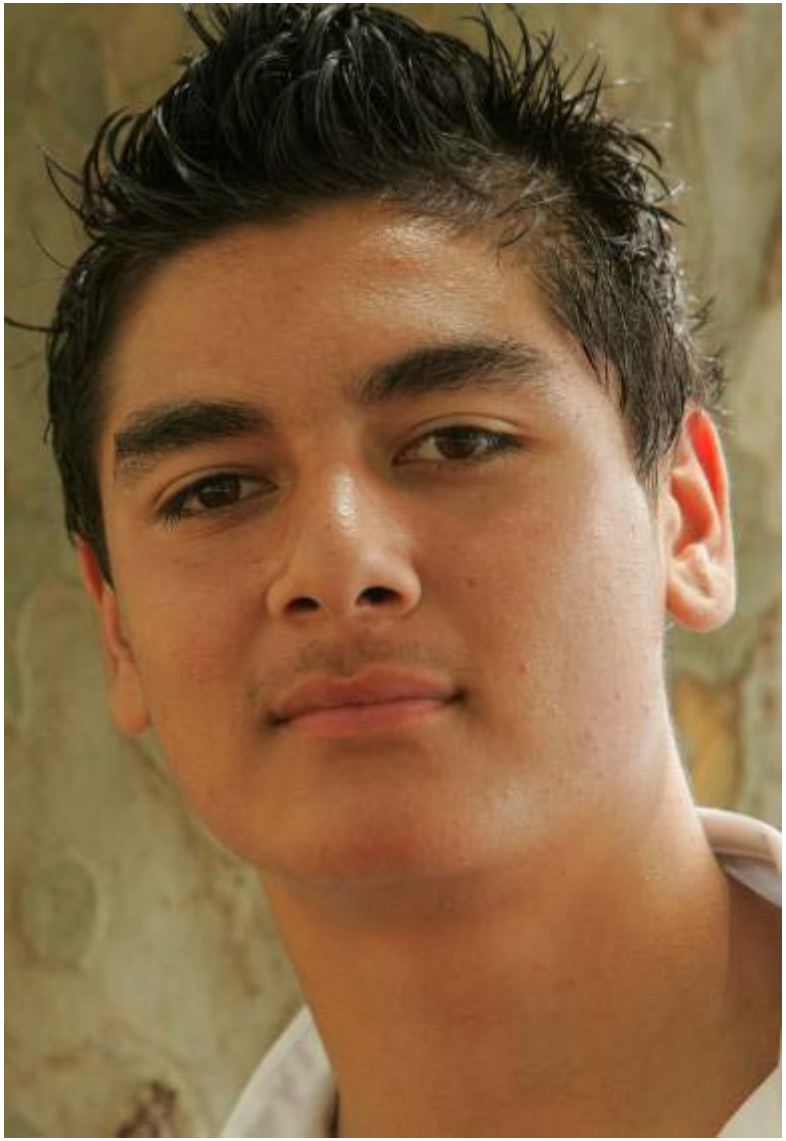
- National agreement – **training should occur before delivery**
- In NSW – Regional Master Trainers have been identified for schools to access timely training
- Training and implementation information can be found at:

  https://detwww.det.nsw.edu.au/directorates/vet_schools/school-to-Work/vocational-and-Enterprise-Learning/realGame.html

THE REAL GAME SERIES: ORDERING

- Follow the ‘ordering’ links on Australian Real Game website www.realgame.gov.au
- Print order form and fax to McMillan Print
- Payment must be provided before materials are sent
- Initial cost – approx $400 - $500 (ongoing cost is much less eg Student Kits)
- Site licence – allows for unlimited delivery

NSW CONTEXT FOR THE REAL GAME SERIES



THE REAL GAME SERIES: NSW CURRICULUM

The Real Game Series is designed to work across the curriculum, particularly addressing NSW syllabus outcomes from Stage 2 to Stage 6 of the following curriculum areas:

- HSIE
- MATHS
- ENGLISH
- PDHPE

THE REAL GAME SERIES: QUALITY TEACHING

The Real Game Series improves student outcomes by supporting the following elements of the NSW Quality Teaching Model:

- **Intellectual quality** – problematic knowledge, higher-order thinking, metalanguage and substantive communication
- **Quality learning environment** – engagement, high expectations, social support and student direction
- **Significance** – background knowledge, inclusivity, connectedness and narrative

THE REAL GAME SERIES: NSW SCHOOL TO WORK PROGRAM

The Real Game Series addresses key priorities of the NSW School to Work Program by:

- Supporting students to develop confidence in self-managing their career and transition planning
- Assisting students to process information about work, education and training options
- Supporting teachers to make explicit links to vocational learning across a range of curriculum areas

SCHOOL TO WORK: 2006-2010 LOOKING FORWARD

A Developmental Model

This will be a sequential program which will develop student's self-awareness through strong career foundations leading to independent management of their career development in the post-school years. By exploring realistic career perceptions and strengthening the ability of students to action career decisions and develop self-managing skills, the program will give students a far greater level of connection to the working world.

SCHOOL TO WORK: 2006-2010 LOOKING FORWARD

A Developmental Model

building career foundations

Exploring the world of work through structured activity and play.
(Early Years)

developing career perceptions

Experiencing and researching work and career perceptions through diverse learning opportunities.
(Middle Years)

actioning career decisions

Developing informed career and transition plans and taking purposeful action towards
a successful transition.
(15-19 Year Olds)

Successful career transition

Transition to employment and/or further education and training, working towards on-going career self-management.
(Post-school)

THE REAL GAME: YR 7/8

- The program supports YR 7/8 career education outcomes, and aids the introduction of vocational learning and the School to Work Program
- Themes: career, life/work balance, work styles, budgeting, time management, gender equity, redundancy, transferable skills
- Delivery time: 20 – 25 hours

THE REAL GAME: SUMMARY

Key aspects for students include:

- taking on an occupational role in order to explore and experience issues and aspects of adult life
- playing the part of young single adults, earning and spending money, taking holidays, participating in community life and making decisions
- learning that planning ahead and making the most of time at school maximises their chances of finding work and building a career with which they are satisfied
- interviewing adults and learning from their experiences
- basic career exploration

THE REAL GAME SERIES: CONTACT

Enquiries in your region can be directed to:

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